

Fig. 1

200

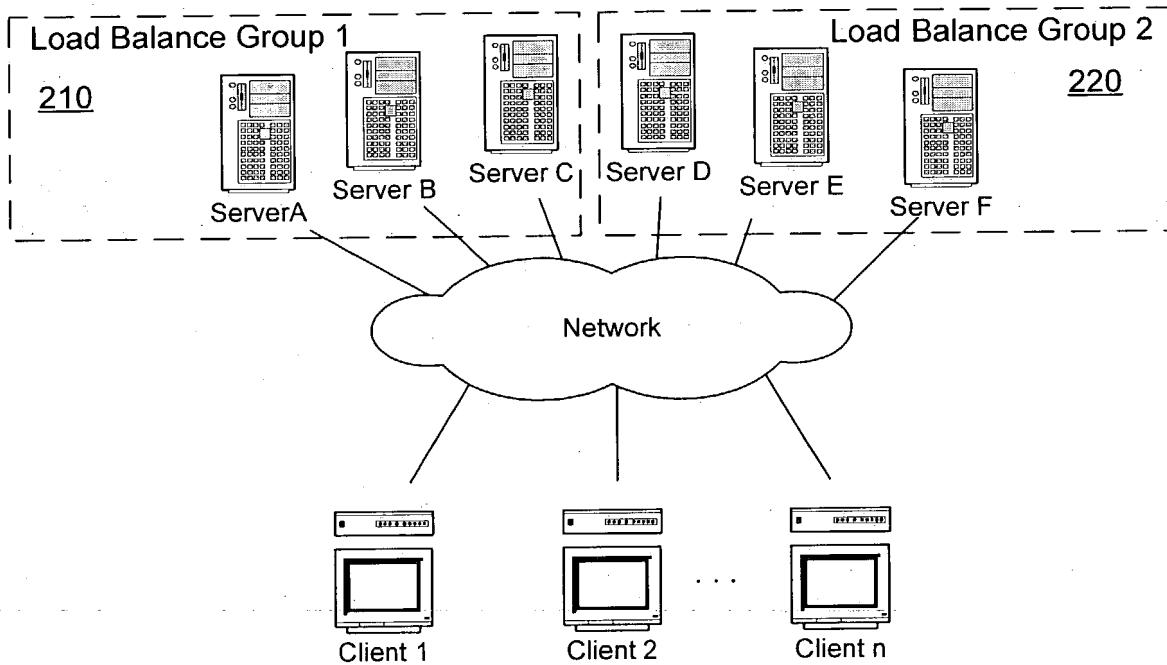


Fig. 2

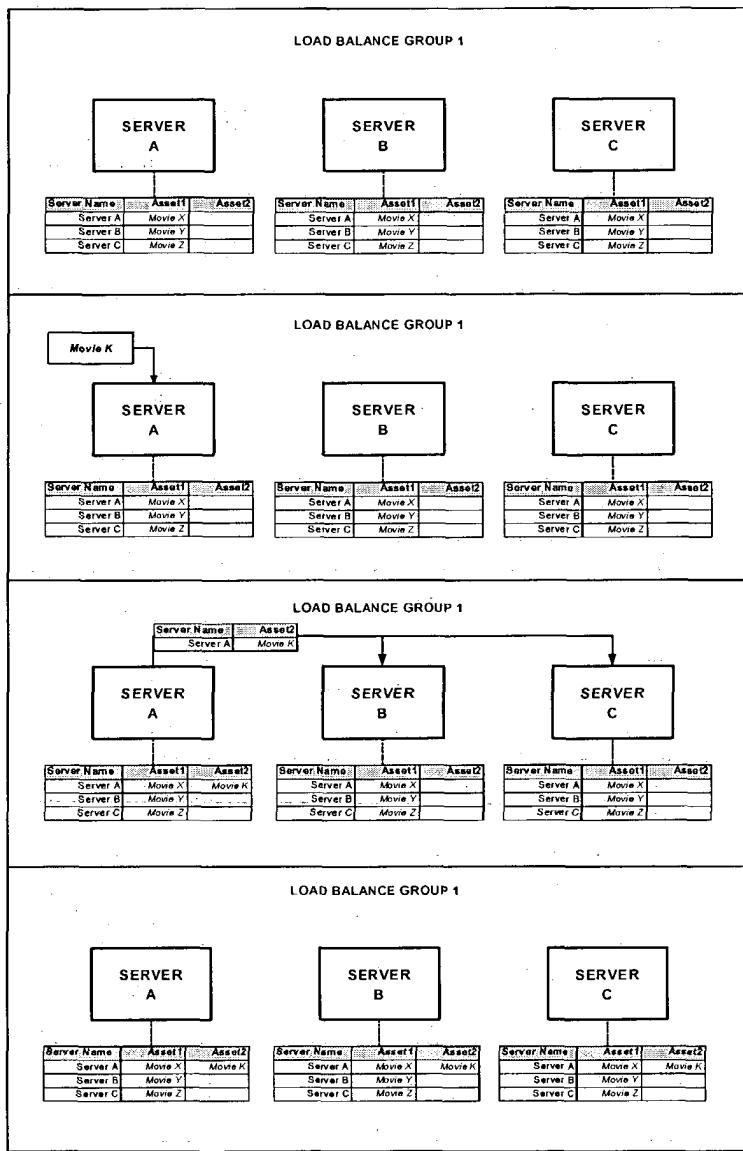
310

Server Name	SLB Para1	SLB Para2	SLB ParaN
Server A	(data)	(data)	(data)
Server B	(data)	(data)	(data)
Server C	(data)	(data)	(data)

320

Server Name	SLB Para1	SLB Para2	SLB ParaN
Server D	(data)	(data)	(data)
Server E	(data)	(data)	(data)
Server F	(data)	(data)	(data)

Fig. 3



410
 Servers in the LBG
 each have identical
 state tables

420
 Asset copied onto
 a server, state changes

430
 Server communicates
 state change
 information, updates
 own table

440
 All servers update state
 tables, all match

Fig. 4

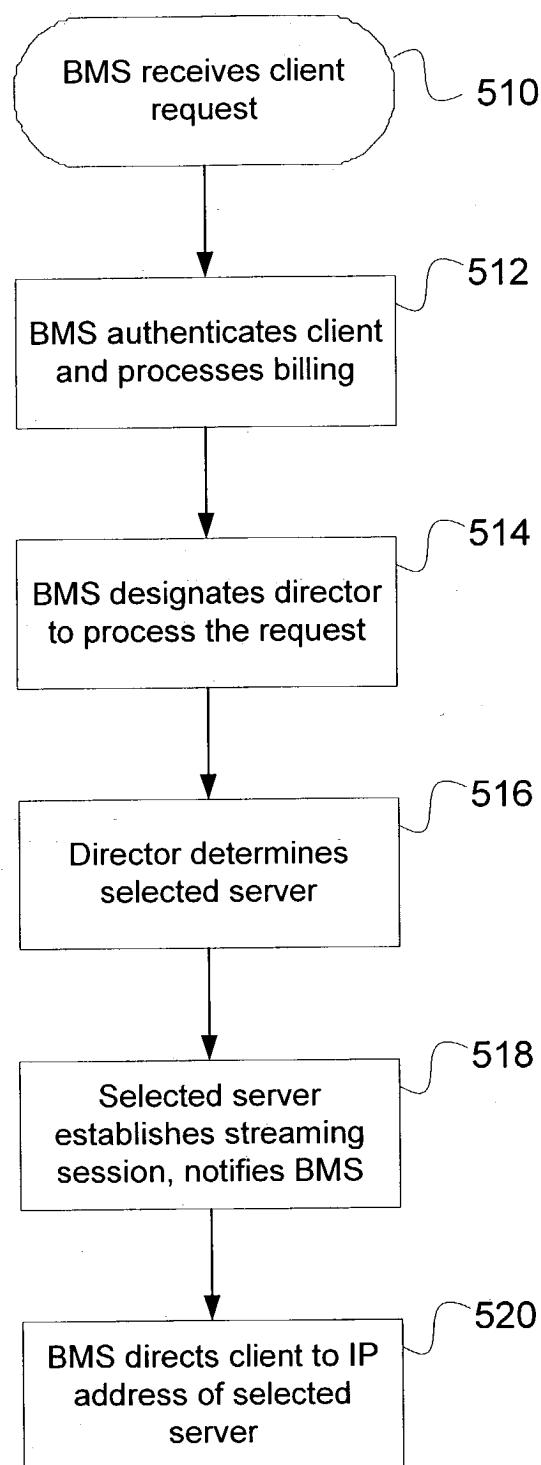


Fig. 5A

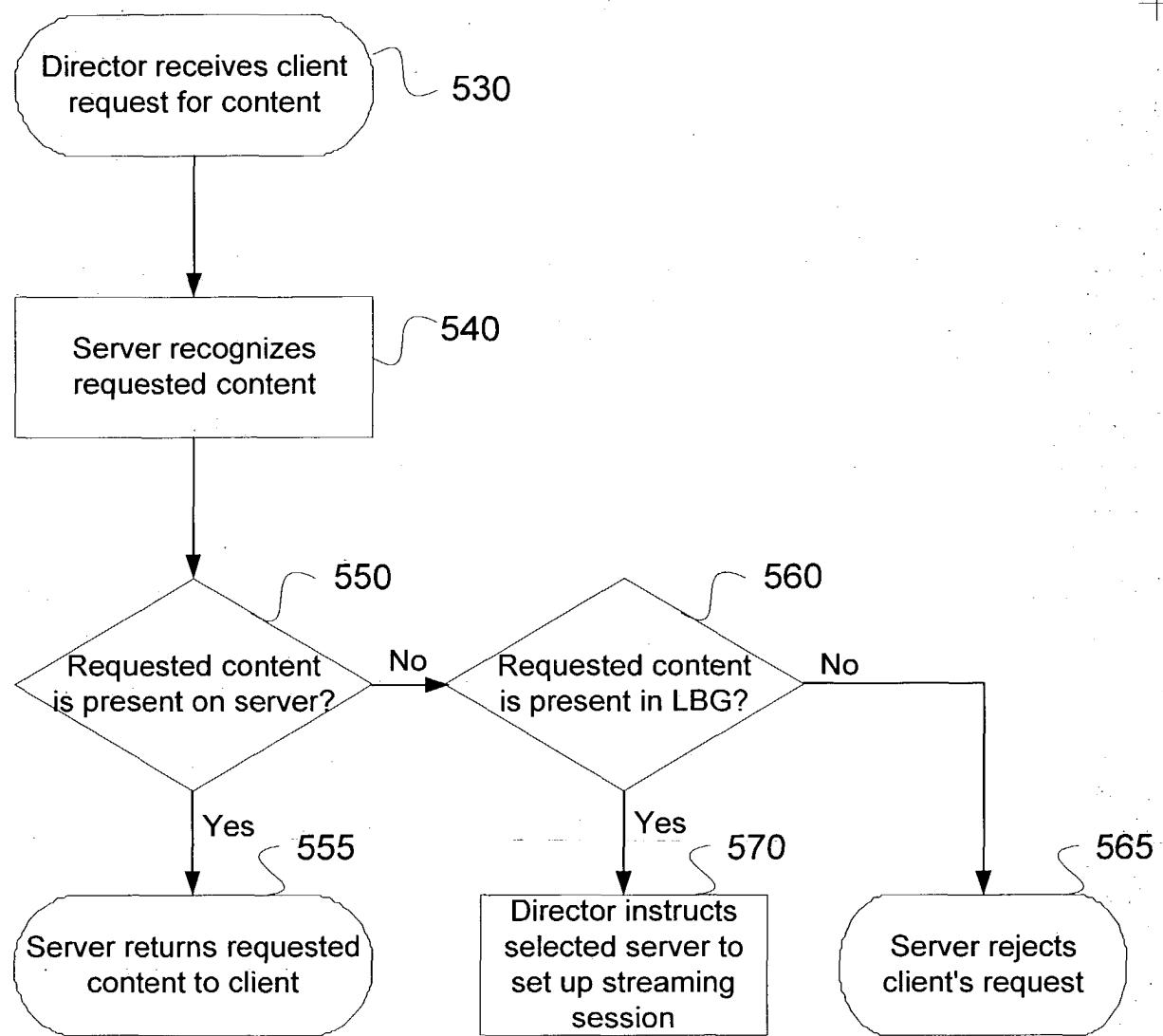


Fig. 5B

Forwarding

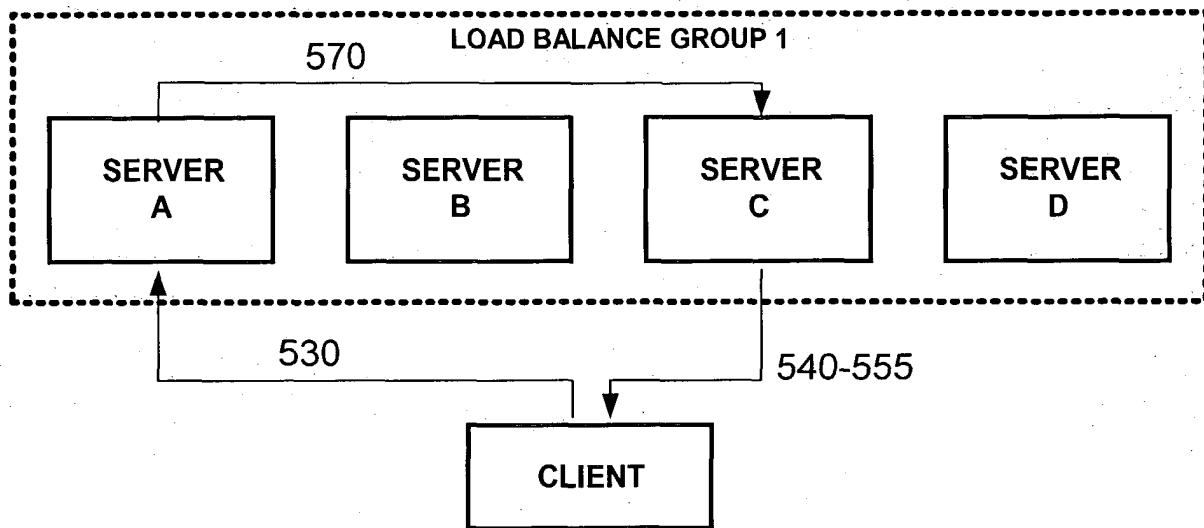


Fig. 5C

Redirecting

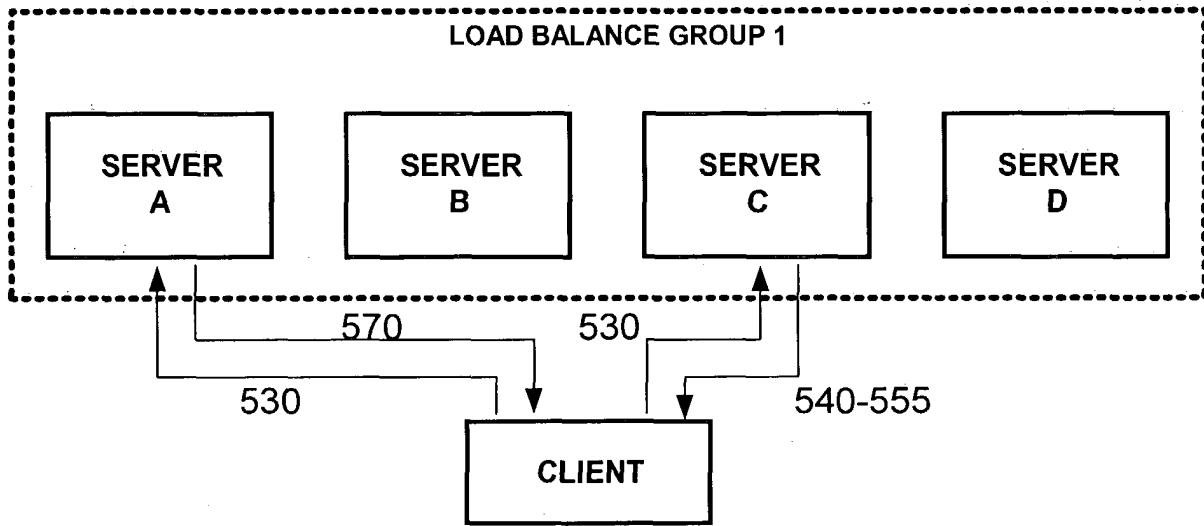


Fig. 5D

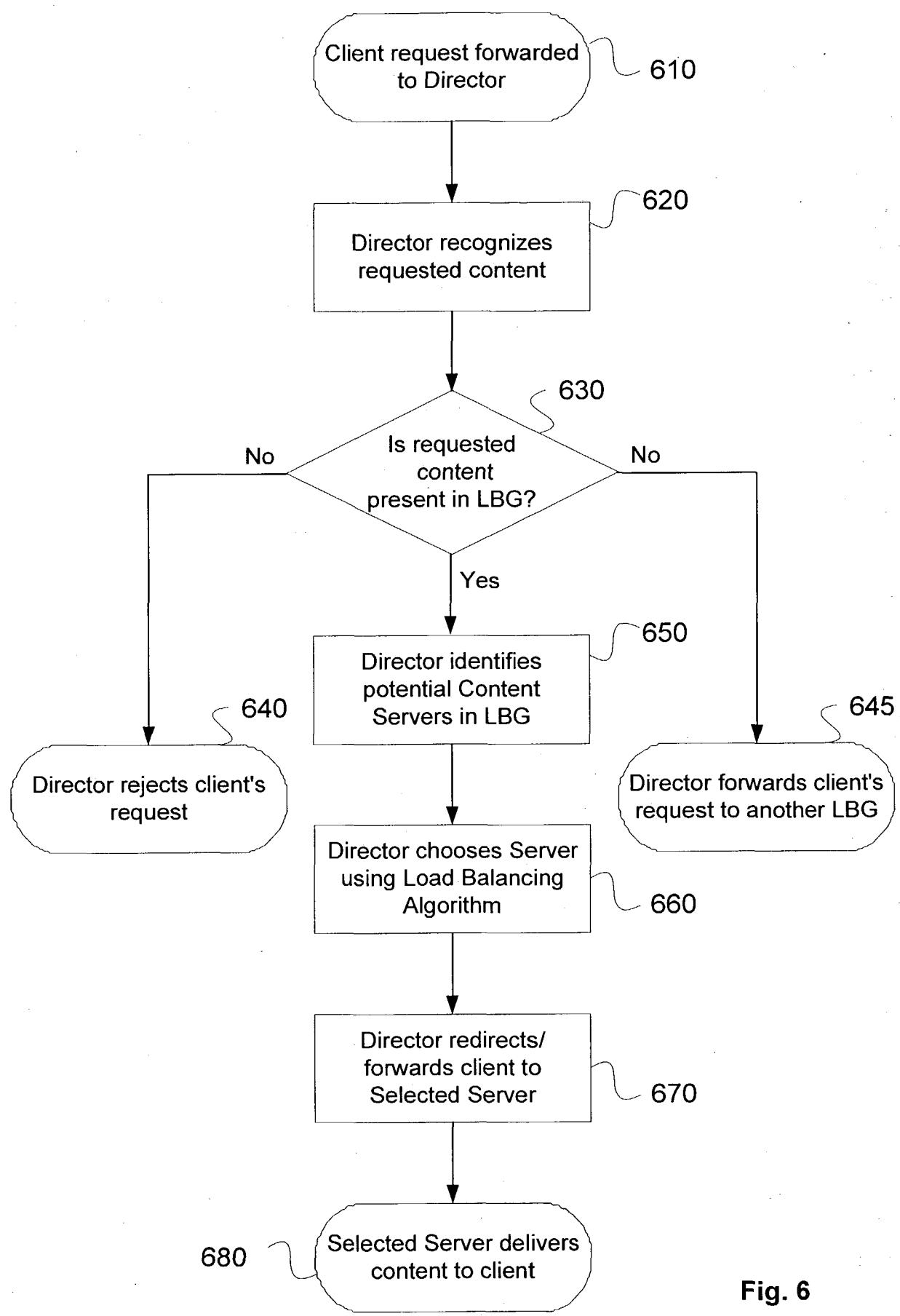


Fig. 6

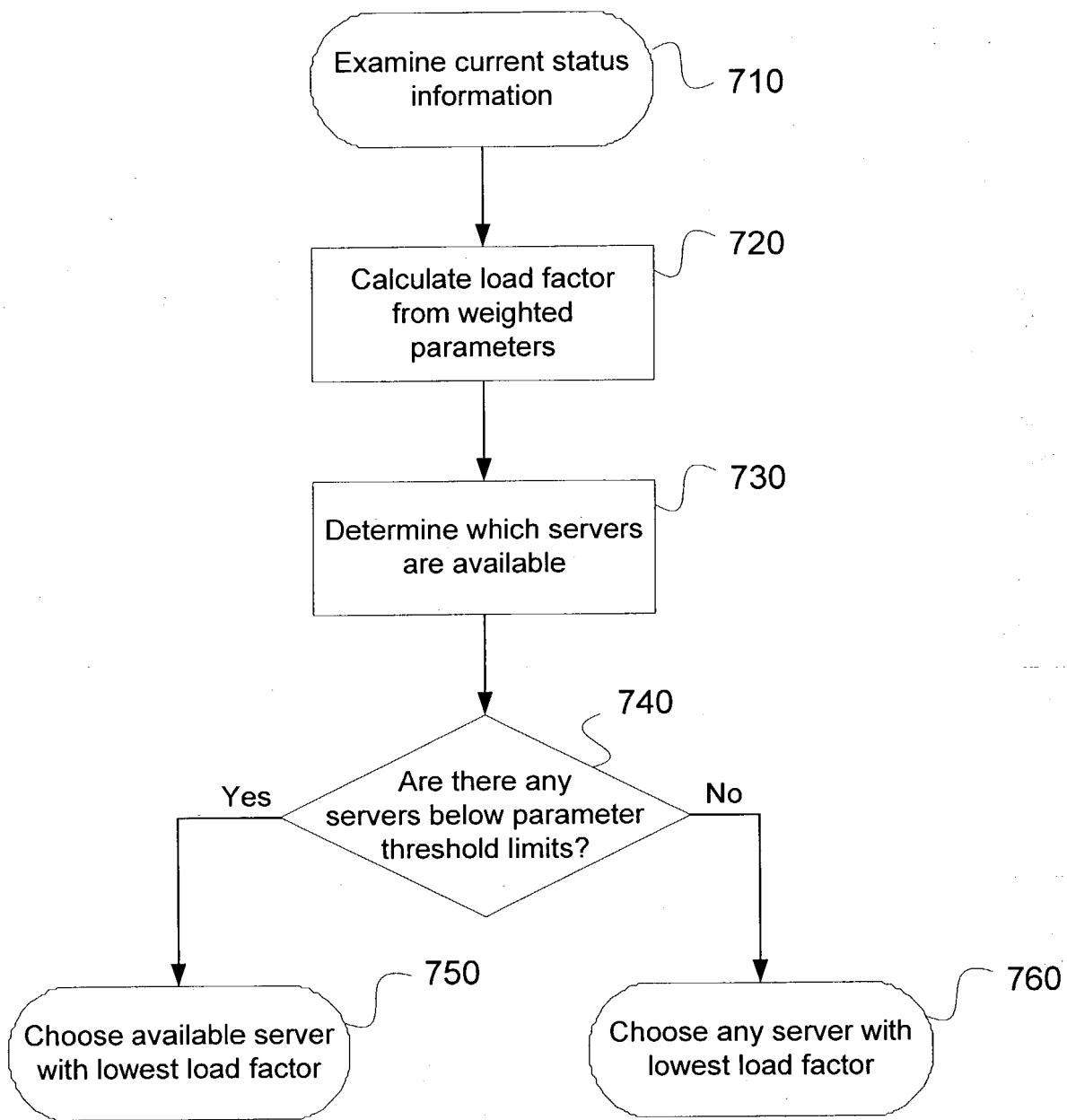


Fig. 7

Server	Status	Bandwidth incoming	outgoing	Storage usage	Memory usage	CPU utilization	Asset 1	Asset 2	...
A	up	47	275	34%	37%	40%	Dare Devil	Casablanca	
B	up	24	145	25%	22%	27%	Casablanca	Spiderman	
C	up	13	396	56%	60%	64%	Dare Devil	Spiderman	

Fig. 8